

Supported platforms

- PalmOS 5, Hi-Res (320x320) and Hi-Res+ (320x480, 480x320) – requires 5MB free handheld memory
- Pocket PC 2000 (ARM CPU, 240x320 screen)
- Pocket PC 2002/2003, WM 2003, WM 2003 SE, WM 5.0 (both QVGA and VGA)
- 240x240 Windows Mobile smartphones (Treo 700w, iPAQ 6510, iPAQ 6515)
- HW-accelerated enhanced version is available for Dell Axim x50v / x51v

- If you purchased by mistake a wrong version for your device, feel free to contact us and we'll swap the versions free of charge.



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Roulette.

How to play.

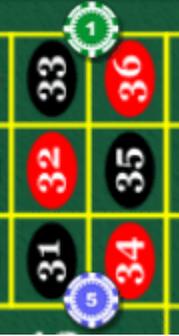
The objective is to guess where the ball lands when it stops spinning.

Place bet(s) on the desired spots – move them using the stylus. When you are ready with the bets, tap the spinning roulette wheel. When the ball stops moving, the winning number is displayed in the top left corner and the resulting sum is shown in the top right corner.

You can always see your current account by tapping the credit card in the bottom left corner.

Bet rules.

Betting on a single number pays 35 to 1, on two numbers pays 17 to 1, on three numbers pays 11 to 1, on four numbers – 8 to 1, on six numbers – 5 to 1. Column bets and dozen bets pay 2 to 1. Red, Black, Even, Odd, Low, High bets pay 1 to 1.

 <p>Betting on two cells (10 and 11)</p>	 <p>Betting on three cells (7, 8 and 9)</p>	 <p>Betting on four cells (13, 14, 16 and 17)</p>	 <p>Betting on six cells (31, 32, 33, 34, 35 and 36)</p>	 <p>"1" bets on 0, 2 and 3; "5" bets on 0, 1, 2 and 3; "20" bets on 0, 1 and 2</p>
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Blackjack.

How to play.

The rules vary from place to place, so you have to find out the exact rules of the specific casino before you start gambling. In BlackJack you always play against the dealer. The cards are valued as follows: an Ace can count as either 1 or 11, it's assumed to always have the value that makes the best hand. The cards from 2 through 9 are valued as indicated. The 10, Jack, Queen, and King are all valued at 10. The value of a hand is simply the sum of the value of each card in the hand.

The objective is to have a hand value that is closer to 21 than that of the dealer, without going over 21 ("busting"). You bust when your cards total to more than 21 and you lose automatically. First you have to place bets, to move them to the specified rectangular area. The maximum bet sum is the current sum on your account. You can see the current sum on your account by clicking the corner of the credit card in the low left corner. After placing the bets click **"Deal"**. The dealer will deal the cards. The second dealer's card is turned down. Then you have to make one of the following: hit, stand, split or double.

Hit means to draw another card.

Stand means no more cards.

Double: double your initial bet following the initial two-card deal, but you can hit one card only.

Split: split the initial two-card hand into two and play them separately - allowed only when the two first cards are of equal value.

If the dealer's shown card is an Ace, you are offered to buy insurance against dealer's BlackJack. It costs half the bets. If the dealer has a 10 face down and makes a blackjack, insurance pays at 2-1 odds, but loses if the dealer does not. After that the dealer turns up the down card. By rule, on counts of 17 or higher the dealer must stay; on counts of 16 or lower the dealer must draw. If you make a total of 21 with the first two cards (a 10 or a face and an Ace), you win. This is called BlackJack. If both you and the dealer have BlackJack or the same hand count, it is called a Push or a Tie (or a Stand-off) and you get your bet back.

Superslots.

How to play.

The objective is to get the best combinations of symbols on the selected payline(s).

Click **"Bet One"** to place one bet, you can place not more than 20 bets. Click **"Bet Max"** to place the maximum allowed bet. Click the arrow(s) and choose the payline(s). Your bet amount will be divided between the selected paylines. By clicking the arrows you can regulate the bet distribution. You can click **"Cash Out"** to cancel the bets.

Click **"Spin All"** to launch the machine. When the drums stop spinning, the result will be shown.

Payouts.

The result is calculated for each selected payline according to the following rules.



Puzzleslots.

How to play.

The objective is to get as much money as possible by spinning the drums. If the three images on a single line are the same, the line wins. All five lines (three horizontal and two diagonal) are in the game.

Click **"Bet One"** to place one bet. One bet gives you one attempt to spin up or down one cylinder. Press **"Arrow Up"** button above the selected cylinder and it will spin up by one image cell. Press **"Arrow Down"** button above the selected cylinder and it will spin down by one image cell. You can place as many bets as there are on your account.

The number of the remaining bets (attempts) is shown in the left box counter, the amount gained in the given game is shown in the right box counter.

You can always see your current account by tapping the credit card in the bottom left corner.